

IN THE CLAIMS

1. (Original) An Internet-based computer network comprising:

at least one client computer;

a plurality of content provider computers; and

a server computer;

the client computer being programmed to gather personal preferences of a user of the client computer with respect to screensaver content and to cause the personal preferences to be sent to the server computer;

the server computer being programmed to receive the personal preferences and to cause meta information to be sent to the client computer identifying screensaver content corresponding to the personal preferences;

the client computer being programmed to receive the meta information and, based on the meta information, to obtain the identified screensaver content directly from a plurality of the content provider computers in accordance with the user preferences.

2. (Original) The network of claim 1 wherein the screensaver content is visual content.

3. (Original) The network of claim 1 wherein the screensaver content is audio content.

4. (Original) The network of claim 1 wherein the client computer is a mobile display device.

5. (Original) An Internet-based computer network comprising:

at least one client computer;

at least one content provider computer; and

a server computer;

the client computer being programmed to gather personal preferences of a user of the client computer with respect to screensaver content and to cause the personal preferences to be sent to the server computer;

the server computer being programmed to receive the personal preferences and to cause the client computer to receive, from the at least one content provider computer, screensaver content corresponding to the personal preferences, the screensaver content received by the client computer being updated periodically and automatically in accordance with changes in the screensaver content at the server computer.

6. (Original) The network of claim 5 comprising a plurality of servers, wherein the client computer is programmed to access a first server and then to access a second server if so instructed by the first server in order to balance server load.

AI 7. (Original) An Internet-based computer network comprising:

- at least one client computer;
- at least one content provider computer; and
- a server computer;

the client computer being programmed to gather personal preferences of a user of the client computer with respect to screensaver content and to cause the personal preferences to be sent to the server computer;

the server computer being programmed to receive the personal preferences and to cause the client computer to receive from the at least one content provider computer screensaver content corresponding to the personal preferences;

the client computer being programmed to receive the screensaver content using a low-bandwidth connection and to execute at least one item of the screensaver content in a screensaver program before a plurality of remaining items of the screensaver content are received by the client computer.

8. (Original) An Internet-based computer network comprising:

- at least one client computer;
- at least one content provider computer; and
- a server computer;

the client computer being programmed to gather personal preferences of a user of the client computer with respect to screensaver content and to cause the personal preferences to be sent to the server computer;

the server computer being programmed to receive the personal preferences and to cause the client computer to receive from the at least one content provider computer screensaver content corresponding to the personal preferences;

the client computer being programmed to receive the screensaver content and to execute the screensaver content in a screensaver program; the client computer being programmed to enable the user to actuate, during execution of the screensaver program, a hypertext link to the at least one content provider computer from which the screensaver content was received.

9. (Original) An Internet-based computer network comprising:

a plurality of client computers corresponding to a community of users sharing a common screensaver;

at least one content provider computer; and

a server computer;

each of the client computers being programmed to gather personal preferences of a user of the client computer with respect to screensaver content and to cause the personal preferences to be sent to the server computer;

the server computer being programmed to receive the personal preferences from the plurality of client computers and to cause each of the plurality of client computers to receive, in common, screensaver content corresponding to the personal preferences received from each of the plurality of client computers corresponding to the community of users.

10. (Original) The network of claim 9 wherein the each of the client computers is programmed to exclude from execution by a screensaver program at the client computer the screensaver content received in common by the plurality of client computers, based on input from a user of the client computer.

11. (Original) An Internet-based computer network comprising:

at least one client computer;
at least one content provider computer; and
a server computer;

the client computer being programmed to gather personal preferences of a user of the client computer with respect to screensaver content and to cause the personal preferences to be sent to the server computer;

the server computer being programmed to receive the personal preferences and to cause the client computer to receive screensaver content corresponding to the personal preferences from the at least one content provider computer;

the client computer being programmed to return at least one report to the server computer regarding availability of the screensaver content from the at least one content provider computer.

12. (Original) An Internet-based computer network comprising:

a plurality of client computers corresponding to a community of users sharing a common screensaver;

at least one content provider computer; and
a server computer;

each of the client computers being programmed to receive content from the at least one content provider computer, to allow a user of the client computer to perform a single action indicating a desire to include the content in a screensaver program, and to transmit information to the server computer indicating the desire to include the content in the screensaver program;

the server computer being programmed to receive the information indicating the desire to include the content in the screensaver program and to cause each of the plurality of client computers to receive, in common, the content for execution in the screensaver program.

13. (Original) An Internet-based computer network comprising:

at least one client computer;
at least one content provider computer; and
a server computer;

the client computer being programmed to gather personal preferences of a user of the client computer with respect to screensaver content and to cause the personal preferences to be sent to the server computer;

the server computer being programmed to receive the personal preferences from the client computer, to cause the client computer to receive from the at least one content provider computer screensaver content corresponding to the personal preferences, and to cause an account of the user of the client computer to be modified based on a value associated with the screensaver content.

AI 14. (Original) An Internet-based computer network comprising:

at client computer; and

a server computer;

the client computer being programmed to operate a browser program capable of sending an access request to the server computer;

the server computer being programmed to send a browser_id cookie to the browser program in response to the access request from the browser program;

the browser program being programmed to save the browser_id cookie in a browser cookie database to present to the server in subsequent access requests;

the client computer being programmed to operate a client program capable of sending an access request to the server computer;

the server computer being programmed to send the client_id cookie to the client program in response to the access request from the client program;

the client program being programmed to save the client_id cookie in a client cookie database to present to the server in subsequent access requests;

the client computer being programmed to send an access request to the server computer via the browser program and to send the client_id cookie and the browser_id cookie to the server computer;

the server computer being programmed to match the browser_id cookie with the client_id cookie so that the server computer can associate subsequent access requests from the client

program with the browser_id cookie without receiving the browser_id cookie from the client program together with the subsequent access requests.

15. (Original) The network of claim 14, wherein the client computer is programmed to download the client program from a third-party site, after the browser program has saved the browser_id cookie in a browser cookie database to present to the server in subsequent access requests.

A 16. (Original) A method in an Internet network comprising at least one client computer, a plurality of content provider computers, and server computer, the method comprising;

the client computer gathering personal preferences of a user of the client computer with respect to screensaver content and causing the personal preferences to be sent to the server computer;

the server computer receiving the personal preferences and causing meta information to be sent to the client computer identifying screensaver content corresponding to the personal preferences; and

the client computer receiving the meta information and, based on the meta information, obtaining the identified screensaver content directly from a plurality of the content provider computers in accordance with the user preferences.

17. (Original) A method in an Internet-based computer network comprising at least one client computer, at least one content provider computer, and a server computer, the method comprising:

the client computer gathering personal preferences of a user of the client computer with respect to screensaver content and causing the personal preferences to be sent to the server computer;

the server computer receiving the personal preferences and causing the client computer to receive, from the at least one content provider computer, screensaver content corresponding to the personal preferences, the screensaver content received by the client computer being updated

periodically and automatically in accordance with changes in the screensaver content at the server computer.

18. (Original) A method in an Internet-based computer network comprising at least one client computer, at least one content provider computer, and a server computer, the method comprising:

the client computer gathering personal preferences of a user of the client computer with respect to screensaver content and causing the personal preferences to be sent to the server computer;

the server computer receiving the personal preferences and causing the client computer to receive from the at least one content provider computer screensaver content corresponding to the personal preferences; and

the client computer receiving the screensaver content using a low-bandwidth connection and executing at least one item of the screensaver content in a screensaver program before a plurality of remaining items of the screensaver content are received by the client computer.

19. (Original) A method in an Internet-based computer network comprising at least one client computer, at least one content provider computer, and a server computer, the method comprising:

the client computer gathering personal preferences of a user of the client computer with respect to screensaver content and causing the personal preferences to be sent to the server computer;

the server computer receiving the personal preferences and causing the client computer to receive from the at least one content provider computer screensaver content corresponding to the personal preferences; and

the client computer receiving the screensaver content and executing the screensaver content in a screensaver program; the client computer enabling the user to actuate, during execution of the screensaver program, a hypertext link to the at least one content provider computer from which the screensaver content was received.

20. (Original) A method in an Internet-based computer network comprising a plurality of client computers corresponding to a community of users sharing a common screensaver, at least one content provider computer, and a server computer, the method comprising:

each of the client computers gathering personal preferences of a user of the client computer with respect to screensaver content and causing the personal preferences to be sent to the server computer; and

the server computer receiving the personal preferences from the plurality of client computers and causing each of the plurality of client computers to receive, in common, screensaver content corresponding to the personal preferences received from each of the plurality of client computers corresponding to the community of users.

21. (Original) A method in an Internet-based computer network comprising at least one client computer, at least one content provider computer, and a server computer, the method comprising:

the client computer gathering personal preferences of a user of the client computer with respect to screensaver content and causing the personal preferences to be sent to the server computer;

the server computer receiving the personal preferences and causing the client computer to receive screensaver content corresponding to the personal preferences from the at least one content provider computer;

the client computer returning at least one report to the server computer regarding availability of the screensaver content from the at least one content provider computer.

22. (Original) A method in an Internet-based computer network comprising a plurality of client computers corresponding to a community of users sharing a common screensaver, at least one content provider computer, and a server computer, the method comprising:

each of the client computers receiving content from the at least one content provider computer, allowing a user of the client computer to perform a single action indicating a desire to include the content in a screensaver program, and transmitting information to the server computer indicating the desire to include the content in the screensaver program; and

the server computer receiving the information indicating the desire to include the content in the screensaver program and causing each of the plurality of client computers to receive, in common, the content for execution in the screensaver program.

23. (Original) A method in an Internet-based computer network comprising at least one client computer, at least one content provider computer, and a server computer, the method comprising:

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the client computer gathering personal preferences of a user of the client computer with respect to screensaver content and causing the personal preferences to be sent to the server computer; and

the server computer receiving the personal preferences from the client computer, causing the client computer to receive from the at least one content provider computer screensaver content corresponding to the personal preferences, and causing an account of the user of the client computer to be modified based on a value associated with the screensaver content.

24. (Original) A method in an Internet-based computer network comprising at client computer and a server computer, the method comprising:

the client computer operating a browser program capable of sending an access request to the server computer;

the server computer sending a browser_id cookie to the browser program in response to the access request from the browser program;

the browser program saving the browser_id cookie in a browser cookie database to present to the server in subsequent access requests;

the client computer operating a client program capable of sending an access request to the server computer;

the server computer sending the client_id cookie to the client program in response to the access request from the client program;

the client program saving the client_id cookie in a client cookie database to present to the server in subsequent access requests;

the client computer sending an access request to the server computer via the browser program and to send the client_id cookie and the browser_id cookie to the server computer; and

A¹ the server computer matching the browser_id cookie with the client_id cookie so that the server computer can associate subsequent access requests from the client program with the browser_id cookie without receiving the browser_id cookie from the client program together with the subsequent access requests.

25. (New) A computer-readable medium comprising instructions to cause a processor to:
determine personal preferences of a user of a client device with respect to screensaver content;
transmit the personal preferences to a server;
receive meta information identifying screensaver content corresponding to the transmitted personal preferences; and
obtain the identified screensaver content from one or more content providers based on the meta information.

A² 26. (New) The computer-readable medium of claim 25 wherein the screensaver content is visual content.

27. (New) The computer-readable medium of claim 25 wherein the screensaver content is audio content.

28. (New) The computer-readable medium of claim 25 wherein the screensaver content is multimedia content.

29. (New) The computer-readable medium of claim 25 further comprising instructions to cause a processor to:

execute the screensaver content in a screensaver program; and
enable the user to actuate, during execution of the screensaver program, a hypertext link to the at least one content provider from which the screensaver content was received.

30. (New) The computer-readable medium of claim 25 wherein the meta data corresponds to personal preferences with respect to screensaver content obtained from a plurality of client devices corresponding to a community of users sharing a common screensaver;

31. (New) The computer-readable medium of claim 30 further comprising instructions to cause a processor to exclude execution of the screensaver content based on input from one or more users of the client devices.

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32. (New) The computer-readable medium of claim 25 further comprising instructions to transmit at least one report to the server regarding availability of the identified screensaver content from the one or more content providers.

33. (New) The computer-readable medium of claim 25 further comprising instructions to allow a user of the client device to perform a single action indicating a desire to include the content in a screensaver program, and to transmit information to the server indicating the desire to include the content in the screensaver program.

34. (New) The computer-readable medium of claim 25 further comprising instructions to cause a processor to receive, in response to the transmitted personal preferences, screensaver content corresponding to the personal preferences from at least one content provider, and to periodically receive additional meta information identifying updated screensaver content.

35. (New) A computer-readable medium comprising instructions to cause a processor to:
determine personal preferences of a user of a client device with respect to screensaver content and to cause the personal preferences to be transmitted to one or more servers;
receive screensaver content from one or more content providers using an intermittent connection, the screensaver content including a plurality of items based on the transmitted personal preferences; and

to execute at least one item of the screensaver content in a screensaver program before one or more remaining items of the screensaver content are received by the client computer.

36. (New) A computer-readable medium comprising instructions to cause a server processor to:
to receive personal preferences with respect to screensaver content from a plurality of client devices corresponding to a community of users sharing a common screensaver;

to instruct each of the plurality of client devices to receive, in common, screensaver content corresponding to the personal preferences received from each of the plurality of client devices corresponding to the community of users.

37. (New) The computer-readable medium of claim 36 further comprising instructions to cause a processor to receive information indicating a desire to execute the screensaver content by a screensaver program of at least one client device and to instruct each of the plurality of client devices to receive, in common, the screensaver content for execution in the screensaver program.

38. (New) The computer-readable medium of claim 36 further comprising instructions to cause a processor to instruct one or more client devices to receive screensaver content from the at least one content provider, corresponding to the personal preferences, and to instruct an account of the user of at least one client device to be modified based on a value associated with the screensaver content.

39. (New) A computer-readable medium comprising instructions to cause a server processor to:
receive personal preferences of a user of a client device with respect to screensaver content; and

transmit meta information identifying screensaver content corresponding to the received personal preferences that may be obtained from one or more content providers based on the meta information.

40. (New) The computer-readable medium of claim 39 wherein the screensaver content is visual content.

41. (New) The computer-readable medium of claim 39 wherein the screensaver content is audio content.

42. (New) The computer-readable medium of claim 39 wherein the screensaver content is multimedia content.

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43. (New) The computer-readable medium of claim 39 further comprising instructions to cause the server processor to:

transmit a hypertext link to one or more client devices pertaining to at least one content provider corresponding to the identified screensaver content.

44. (New) The computer-readable medium of claim 39 wherein the personal preferences include screensaver content from a user personalized web site.
